



KENNY C. GUINN
Governor

STATE OF NEVADA
GAMING CONTROL BOARD

1919 E. College Parkway, P.O. Box 8003, Carson City, Nevada 89702
555 E. Washington Ave., Suite 2600, Las Vegas, Nevada 89101
3650 South Pointe Cir., P.O. Box 31109, Laughlin, Nevada 89028
557 W. Silver St., Suite 207, Elko, Nevada 89801
6980 Sierra Center Parkway, Reno, Nevada 89502

DENNIS K. NEILANDER, *Chairman*
BOBBY L. SILLER, *Member*
MARK CLAYTON, *Member*

PRESS RELEASE

FOR IMMEDIATE RELEASE
FEBRUARY 3, 2006

**JOE BERTOLONE NAMED CHIEF
OF THE GAMING CONTROL BOARD'S TECHNOLOGY DIVISION**

Carson City, Nevada. Today, the State Gaming Control Board announced that Joe Bertolone has been appointed the Chief of the Board's new Technology Division (formerly known as the Electronic Services Division).

Since January 2003, Bertolone served as the Chief of the Board's Administrative Division. Prior to joining the Board, Bertolone has held audit, finance, operations and sales management positions with various technology companies including Cisco Systems, VeriFone, Inc., and Transaction Network Services, Inc. His experience includes financial statement auditing, enterprise wide technology implementations, integration and implementing of enterprise class software packages and networking solutions.

In announcing the appointment, Board Chairman Dennis Neilander stated, "Joe brings a unique skill set in having worked within the technology industry and having addressed some of the same issues that the Board is currently facing. The technology that is being used by the gaming industry is the same technology that has evolved from other non-gaming applications."

The Board also restructured its various technology components. Specifically, the new Technology Division will be responsible for the device and systems labs, associated equipment and the Board's internal IT function. Under Bertolone's direction, Travis Foley will have management oversight of, and responsibility for, the Division's device lab and systems lab, Ted Townsend will oversee associated equipment matters and Andrew Tucker will continue to manage the Board's IT functions.

Neilander added, "Technology evolves and the Board must be structured to efficiently and effectively respond to the industry. With the selection of Joe and the consolidation of all technology matters under one division, the Board is structuring itself for the future."

Bertolone stated, "With the addition of server-based gaming and wireless gaming, we are seeing a migration to computer-based technologies. We are positioning the Technology Division to be responsive to such new technologies and to properly discharge its regulatory mandate. Also, we are pursuing further developments of the Board's internal technology, all with the goal of creating efficiency in the Board's operations."

The Technology Division and Bertolone will report to Board Member Mark Clayton.

#####